Curriculum Overview for Year 1

English Art & Design Computing Reading Writing Grammar • Match graphemes for all phonemes • Name letters of the alphabet Use a range of materials · Understand use of algorithms - writing and · Leave spaces between words following instructions. · Read accurately by blending · Spell very common 'exception' • Begin to use basic Use drawing, painting and sculpture – Monet, hot sounds words punctuation: . ? ! and cold colours. Write & test simple programs Read words with very common Spell days of the week Use capital letters for Develop techniques of colour, pattern, texture, · Use logical reasoning to make suffixes • Use very common prefixes & proper nouns. predictions line, shape, form and space • Read contractions & understand suffixes Use common plural & verb suffixes Organise, store, retrieve & manipulate data Learn about range of artists, craftsmen and purpose • Form lower case letters correctly Speaking & Listening designers Communicate online safely and respectfully · Read phonics books aloud · Form capital letters & digits Listen & respond appropriately • Compose sentences orally before • Ask relevant questions Recognise uses of IT outside of school Link reading to own experiences Join in with predictable phrases writing • Maintain attention & participate • Discuss significance of title & • Read own writing to peers or **Design & Technology** events teachers Geography • Make simple predictions Design purposeful, functional an appealing products · Generate, model and communicate ideas... · Name & locate Use a range of tools and materials to the four countries and capital cities of the **Mathematics** complete practical tasks. United Kingdom using atlases & globes Number/Calculation Geometry & Measures · identify seasonal / daily weather patterns in Count to / across 100 Use common vocabulary for · Describe position & movement. the UK and the location of hot and cold areas · Identify 'one more' and 'one less' · comparison, e.g. heavier, taller, including half and quarter turns of the world Evaluate existing products and own ideas. Read & write numbers to 20 · full, longest, quickest · Use basic geographical vocabulary to refer to · Begin to measure length, Fractions • Build and improve structure and mechanisms · Use language, e.g. 'more local & familiar features than', 'most' · capacity, weight • Recognise & use 1/2 & 1/4 Recognise coins & notes Use +, - and = symbols Use time & ordering vocabulary · add and subtract one-digit and Music (KS1) Tell the time to hour/half-hour two-digit numbers to 20, Modern Languages Use language of days, weeks, including zero · Sing songs months & years Solve one-step problems, Recognise & name common 2-d including simple arrays Know number bonds to 20 and 3-d shapes Count on in 1s, 2s, 5s and 10s · Order & arrange objects Not required at KS1 Religious Play tuned & untuned instruments musically Education Science Listen & understand live and recorded music Biology Make and combine sounds musically Identify basic plants • Identify basic plant parts (roots, leaves, flowers, etc.) Creation · Identify & compare common animals Families and celebrations · Identify & name basic body parts **Physical** Education History Prayer Advent Christmas Key concepts - Changes in living memory (such as · Jesus: healer and teacher Master basic movement, e.g. running, jumping, the changes in toys from the Victorian period to Forgiveness Chemistry throwing, catching balance, agilty and cothe modern era. Lent · Distinguish between objects & materials ordination. Holy week · Identify & name common materials Key individuals - Lives of significant historical · Participate in team games. Faster · Describe simple properties of some materials figures including comparison across different · Perform dances using simple movement. Physics Pentecost periods. · Observe weather associated with changes of season · Sharing Jesus' life